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Claims 1-4, 6-24 and 26-40 are pending.

Applicants respectfully request that the rejections be reconsidered and
awn given the clarifying amendments to each of the independent claims and
least the following clearly patently differentiating reasons.

Yasuoka fails to disclose or otherwise suggest such a step. Indeed, *Yasuoka* initially teaches away from such a step because a reference code is stored in the ROM in the device in advance. This reference code is for a preset area where the execution of the video game machine is permitted. See, e.g., column 4, lines 47-49. Thus, *Yasuoka* teaches that the gaming device is always preconfigured in a ready-to-use condition.

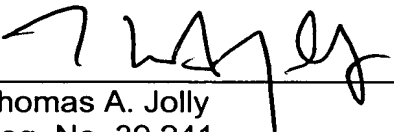
Yasuoka does not disclose or suggest changing any reference codes. Indeed, *Yasuoka* relies on the security of the preset reference codes in the gaming

1 device and gaming cartridges to prevent non-regional usage. See, e.g., column 7,
2 line 63 through column 8, line 29.

3
4 For at least these reasons, independent **Claims 1, 9, 12, 19, 21, 29, 32, and**
5 **39**, and dependent **Claims 2-4, 6-8, 10, 11, 13-18, 20, 22-24, 26-28, 30, 31, 33-38,**
6 **and 40** which add further limitations, are patentable over the cited art.

7
8 Respectfully submitted,

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10 Date: Nov. 1, 2005

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13 Reg. No. 39,241